

IDEAS FOR USING "SEARCH"

IN SCHOOLS

WITH YOUTH GROUPS

AT SUMMER CAMP

USE "SEARCH" FOR GRADES 4 AND ABOVE

WHEN CAN YOU SCHEDULE IT?

USE AS A BONUS WHEN OTHER WORK IS COMPLETED.

USE AS A BEFORE--AND AFTER--SCHOOL ACTIVITY.

USE AS A LEARNING CENTER ACTIVITY IN ANY PROGRAM.

WHAT ABOUT CLASSROOM ACTIVITIES?

USE AS A MOVITATIONAL INTRODUCTION BEFORE A UNIT ON ISRAEL. STUDENTS WILL FIND OUT WHAT THEY DO AND DON'T KNOW, AND WHAT THEY WOULD LIKE TO LEARN.

HAVE STUDENTS COMPILE THEIR OWN NOTES ABOUT ISRAELI CITIES AND TEST EACH OTHER.

MAKE A PRE-TEST AND POST-TEST ON THE GEOGRAPHY OF ISRAEL USING A TRACED COPY OF THE ENCLOSED MAP. PUT IN A BLANK LINE FOR THE NAMES OF SOME OF THE CITIES AND BODIES OF WATER. THEN DUPLICATE AND HAVE STUDENTS FILL IT IN. OTHER USES

AT HOME, WITH THE WHOLE FAMILY. ONE PERSON DOES THE TYPING AND THE REST "KIBBITZ".

AS PART OF AN ORIENTATION PROGRAM FOR STUDENTS AND/OR PARENTS WHO ARE GOING TO ISRAEL.

AT SYNAGOGUE AND COMMUNITY CELEBRATIONS--SUCH AS ISRAEL INDEPENDENCE DAY BATHERINGS AND PURIM CARNIVALS.

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SEARCH

for
YOUR ISRAELI COUSIN
by
Judith Ann Goldman

TOUR HIGHLIGHTS

THIS TOUR IS BEARED FOR "TRAVELERS
AGES 9 THROUGH ADULT.

YOU MAY TRAVEL ALONE OR WITH
COMPANIONS.

TWO OR THREE TRAVELING TOGETHER IS MOST
FUN.

YOUR ITINERARY WILL ALMOST ALWAYS BE
DIFFERENT EACH TIME YOU TAKE THE TOUR.

YOU'LL LEARN BIBLICAL AND MODERN
HISTORY ASSOCIATED WITH THE CITIES ON
YOUR ROUTE.

YOU'LL LEARN WHAT ISRAELIS AS WELL AS
TOURISTS KNOW ABOUT THE LOCATIONS ON THE
MAP.

YOU'LL BECOME FAMILIAR WITH THE
GEOGRAPHY OF ISRAEL.

YOUR TOUR MAY LAST ANYWHERE FROM 10 TO
30 MINUTES

SUGGESTION

ENCLOSE THE MAP OF ISRAEL IN A CLEAR
PLASTIC COVER FOR PROTECTION AND
PERMANENCE.

HAVE FUN!



YOUR INVITATION TO TRAVEL

YOU'RE ABOUT TO RECEIVE AN EXCITING LETTER! AN ISRAELI COUSIN OF YOURS, SARA, HAS LEARNED ABOUT YOU THROUGH STUDYING HER FAMILY GENEALOGY. SHE'S INVITING YOU ON A SEVEN-DAY TRIP TO ISRAEL! BUT THE NAME OF THE TOWN WHERE SHE LIVES IS BLURRED ON THE LETTER. YOU MUST NOW FLY TO ISRAEL USING THE TICKETS SARA HAS SENT, AND TOUR THE COUNTRY TRYING TO FIND HER.

YOU WILL BE CHOOSING YOUR ROUTE USING CLUES IN THE LETTER AND THE ENCLOSED MAP. YOU'RE ABOUT TO GET A REAL INSIDER'S VIEW OF ISRAEL!

EACH TIME YOU TAKE THE TOUR, IT MAY CHANGE. SARA MIGHT BE LIVING IN ANY OF 20 DIFFERENT TOWNS. YOU'LL RECEIVE APPROPRIATE CLUES ABOUT WHEREVER SHE MAY BE IN HER LETTER, WHICH CHANGES TO REFLECT HER WHEREABOUTS. FINDING WHERE SHE LIVES, USING THE CLUES, THE MAP AND THE KNOWLEDGE YOU ACQUIRE AS YOU PLAY IS THE CHALLENGE OF THIS GAME.

STARTING YOUR TOUR

PLACE THE DISK IN THE DISK DRIVE. WAIT UNTIL THE PROGRAM IS LOADED (THE RED DISK DRIVE LIGHT WILL BE ON. WHEN THE LIGHT GOES OUT, FOLLOW THE INSTRUCTIONS ON THE SCREEN FOR TYPING IN YOUR NAME--AND BEGIN YOUR SEARCH.

RULES OF THE ROAD--TRAVEL GUIDELINES

1. YOU WILL FLY TO ISRAEL ON EL AL AIRLINES AND ARRIVE AT BEN GURION AIRPORT. DURING YOUR FLIGHT YOU SHOULD LOOK AT YOUR MAP AND YOUR COUSIN'S LETTER AND THINK ABOUT THE ROUTE YOU WANT TO TAKE.

2. THEN SELECT YOUR FIRST STOP--EITHER JERUSALEM OR TEL AVIV--YOU WILL LEARN SOMETHING ABOUT THAT CITY WHILE YOU ARE THERE.

3. AFTER YOU LEAVE JERUSALEM OR TEL AVIV, YOU WILL HAVE 7 DAYS TO FIND YOUR COUSIN. YOU MAY MAKE AS MANY AS FOUR STOPS IN EACH DAY. ON THE MAP, ONLY LOCATIONS MARKED WITH A BULL'S EYE OR A STAR COUNT AS STOPS.

*TOWNS WHERE YOUR COUSIN MAY LIVE ARE MARKED WITH A BULL'S EYE.

*TOWNS WHERE YOUR COUSIN WILL NOT LIVE, BUT WHERE YOU MAY VISIT, ARE INDICATED BY A STAR.

4. IF YOU ARE TRAVELING IN THE NEBEV, ONE MOVE COUNTS AS TWO STOPS, BECAUSE LOCATIONS THERE ARE SPACED WIDELY APART.

5. YOU MAY ONLY TRAVEL TO A CITY OR TOWN THAT COMES NEXT ON YOUR ROUTE IN A GIVEN DIRECTION. FOR EXAMPLE, FROM TEL AVIV YOU MAY GO TO NETANYA, LOD, OR ASHELON. BUT YOU MAY NOT GO FROM TEL AVIV TO CAESAREA OR ELAT OR JERICHO.

6. YOU MOVE FROM ONE PLACE TO ANOTHER BY TYPING IN THE NUMBER OF THE CITY OR TOWN WHERE YOU WISH TO GO FROM THE LIST ON THE COMPUTER SCREEN.

7. IF YOU THINK YOU MAY BE IN YOUR COUSIN'S HOMETOWN, YOU MAY STOP TO ASK, BUT YOUR PHONE CALLS AND INQUIRIES USE UP A DAY (FOUR STOPS) OF YOUR TIME. IF YOU ARE RIGHT, AND YOUR COUSIN LIVES IN THIS TOWN, Y O U W I N ! AND YOU MEET YOUR COUSIN. IF YOU ARE WRONG YOU LOSE A DAY (FOUR STOPS) AND MUST CONTINUE YOUR SEARCH.

8. YOUR SEVEN DAYS ARE USED UP BY VISITING 2 TO 4 CITIES EACH DAY, AND BY STOPPING TO LOOK FOR YOUR COUSIN.

9. NAMES OF POINTS OF INTEREST THAT YOU PASS BY ARE ENCLOSED IN PARENTHESES ON THE MAP OF ISRAEL.

SUMMING IT UP

1. SELECT TEL AVIV OR JERUSALEM TO BEGIN.

2. YOU MAY MAKE UP TO 4 STOPS EACH DAY, EXCEPT IN THE NEBEV.

3. MAKE EACH MOVE BY TYPING IN THE NUMBER OF THE CITY TO WHICH YOU WISH TO GO.

4. YOU MUST FOLLOW THE ROUTE ON THE MAP TO GET TO YOUR NEXT STOP.

5. YOU WILL USE UP YOUR SEVEN DAYS BY VISITING DIFFERENT CITIES, AND STOPPING TO ASK FOR YOUR COUSIN.

ALL SET? GREAT!

SHALOM.....AND HAVE A NICE TRIP

SEARCH

FOR YOUR ISRAELI COUSIN



